|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  | DESCRIPTION | RESPONSES | SUBSEQUENT AUCTION | Modifications overcompetition andwith passed partner |
| PASS | 0 |  |  | < 12p  | / | / | / |
| 1 | 2 |  | 4h | (9)10-22p no 5card majorpossible 4 card diamond  | Inverted minor = 2♣ : 9+p with 6+♣ or  15+p with 4+♣ 3♣ : 0+p with 6♣1♦♥♠ : tranfers to ♥♠ nt or ♦(4 cards 4+p 5 cards 2+p ) 1nt : 5-10p no 4cards in ♥♠2♦♥ : transfer 6cards and 12+points or 0-6p2 ♠ : transfer to 2 nt (11p)2nt : 11p and no 4cards in ♥♠3♦♥♠ : 6cards + limit  3nt : to play 4♣ : preemtive4♦♥♠ : to play , may be preemptive  | After inverted : (\*)  2♦♥♠ = stops, 2nt = stops in all colors  3♣ : min and 6cards,3♦♥♠:splinter  3nt : 18-20pAfter 1♦♥♠ : (\*)  After 1♦ : natural but : 1♥ : 3or4 cards ( be max 17p with 4 cards)  1♠ : 4cards♠ and no 3cards♥ 1 nt : 10-14p no 3♥ and no 4♠ 2♦! 2♥ : 4h and 12-14p Res 3♥ : 4h and 18-20p MF After 1♥ : natural but : 1♠ : 3s or 4s (wit 15-17p) 1nt : 10-14p no 3s 2♠ : 4s and 12 –14p 3♠ : 4s and 18 – 20p  After 1♠ : 1 nt or natural After 1 nt :  2 ♣ : 6 cards 10-14p  2 other colour 15+p and 4 card 2♣ : 6cards 10-14p2 other color :15+p and 4cards2 other color and jump :18-20p and 4cards 2 nt : 18-20p may have 4 card major3♣ : 15-17p 6cards3 nt : 18-20 p and 6+♣ rest : natural |  After double : Redouble 9+After other inter: Natural Double 2 : expl :1♣/1♦/1♠/2 ♣=relais for♦1♣ /1♦/1♠/2 ♦= MF |
| 1♦ | 5 |  | 4h | (9)10-22p no 5card major | Inverted minor = 2♦ : 9+p with 4+♦ or  3♦ : 0+p with 6♦ or  3+p with 5♦ or  6+p with 4♦ 1♥♠ : 4cards and 5+p or 5cards and 2+p or 6cards ad 0+p 1nt : 5-10p no 4cards in ♥♠2♣ : 9+p and 4cards 2♥♠ : 5+ cards and strong2nt : 11p and no 4cards in ♥♠3♣♥♠ : 7cards + max 7p or  good 6cards max 8p3nt : to play 4♦ : preemtive4♥♠ : to play , may be preemptive  | After inverted : (\*)  2♥♠3♣ =stops this color, 2nt = stops in all colors 3♦ : min and 6cards 3♥♠4♣ : splinter (controls) 3nt : 18-20pAfter 1♥♠ : (\*)  1♠ : 4 cards max 17p , 1nt :10-14p  2♦: 6cards 10-14p, 2same color : 10-14p 4cards 2♣: 10-17p and 4clubs 2other color no jump :15+p and 4cards  2other color and jump :18+p and 4cards 2nt : 18-20p , may have 4cards major 3♣ : 18+p and 4cards 3♦ : 15-17p 6cards 3same color : 15 –1**7 dp** 4cards 3other color : splinter  3nt : 18-20p and 6+♦ After 1 nt :  2♣: 10-17p and 4clubs 2♦ : 6cards 10-14p,2 other color :15+p and 4cards  2nt : 18-20p 3♣ : 18+p and 4cards  3♦ : 15-17p 6cards 3 other color : stop in this color , looking for 3ntAfter 2♥♠ :  2nt : 18 - 20p  3sc: fit , min 2cards  3oc: control  3nt : 18-20 (6cards)Rest : natural  | After double :  1♥♠ : 4cards (F) 3♣ :5cards (F) redouble 9+NF : 2♣ : weak 5♣ 2♦ : 0-8p 4cards 3♦ : 10-11p 5 ♦ 2♥♠: 5/6c (0-6p)  2nt : weak ♦  raise 5♦0-10p After other inter: Natural non forcing Double 2 : expl :1♦/1♥/1♠/2 ♣=relais for♦or1♦/1♥/1♠/2 ♦= MF |
| 1♥ | 5 |  | 4h | (9)10-22p  | 1nt : 4♠cards and 5+p or  5cards and 2+p or 6cards ad 0+p 1♠ : 5-10p without 4♠2♣♦ : color + game forcing 2♥ : constructive 8-10p 3cards 2♠ : 6 cards (MF)2nt : support hearts + mf or limit 3♣ 3♦ : weak & long3/4♥ : barrage3♠ : supp ♥(5card) 6-9p 3nt4♣♦ : short in♠ ♣♦ heart support 12-14 hp 4♠ : RKC4nt/5♣/5♦ : exclusion RKC (♠ ♣♦)  | 2♣♦ : 3+ and 10-17p ,2♥ : 6+ 10-14p2♠ : 10-14p and 4+,3♣♦ : 4+ and 18-20p,3♥ : 6+ 15-17p,3♠: 15-17dp 4+, 3nt : 18-20 en 6♥, 4♣♦ co same as 1nt exept 2♠ : 15+ and 4+After 2♣2♦ : naturalAfter 2♥ : natural After 2♠ : naturalAfter 2nt : sheet After 3♣♦ : natural or pas After 3nt , 4♣♦ : natural and controls | After double : 1♠ : 4cards(F) redouble :9+rest unchanged After other interv:  Non forcing bids Fitjumps :  5cards + trump  support 3♠ undisclosed  shortness(fit ♥) + FDouble 2 possible  |
| 1♠ | 5 |  | 4h | (9)10-22p | 1nt : 5-10p F 1 round2♣♦♥: MF 2♠ : 8-10p 3cards 2nt : support ♠+ mf or limit3♣♦♥ : weak & long color3/4♠ : barrage3nt : 5+card supp ♠ , 6-9p ( = barrage 4 ♠ )4♣♦♥ : short in ♣♦♥  12-14hp ♠support 4nt : RKC5♣/5♦/5♥ : exclusion RKC (♣♦♥)  | 2♣♦♥ : 4+ and 10-17p 2♠ : 10-14p and 6+,3♣♦♥ : 4+ and 18-20p,3♠ : 6+ 15-17p,3nt : 18-20 en 6♠,4♣♦ controlAfter 2nt : see sheet After 2♣♦♥ : naturalAfter 2♠: naturalAfter 3♣♦♥ : natural or pas After 3nt , 4♣ ask single ; 4 ♦♥ control ; 4 ♠ : stop! | After double : redouble :9+ rest unchangedAfter other interv: Non forcing bids Fitjumps :  5cards + trump  support 3nt undisclosed  shortness(F) fit ♠ |
| 1NT | 0 |  | / | (14)15-17p , all distributionsexept single , void  | 2♣ : relay 0+p and no 4card major required2♦♥♠nt transfers h,s,c,d3♣ : puppetstayman3♦♥♠nt : shortnes in d,h,s,c4♣ : 5-5 majors slem invite4♠ : 5-5 minors4nt : kwanti  | 2♦ no 4majors,2♥: 4-5 hearts 4♠possible, 2♠ 4-5♠sheet 3♦: 4♥or♠ , 3♥♠ : 5♥♠ , 3nt no majorsnatural4♦ : chose , 4♥♠ natural4nt : chose , 5♣♦ natural | Sheet  |
| 2♣ | 0 | X | / | Weak 6♦ (3-10), or 2NT (20-22) or s.m  | 2♦ : relay (may be passed)2nt : 15+  | 2♥♠,20+ and 5♥♠ , 2nt : 20-22p , 3♣♦ : 8-9 tricks3♥♠ : 8-9 tricks , 3nt : 25-26p3♣,♦ : 6♦ and (3-7) (8-10) , rest s.m.  | Natural  |
| 2♦ | 0 | X | / | Multi : 6♥♠ and weak(3-10)or mfthird seat : may be with 5cards major | 2♥ : relay (max 15p)2♠ : relay can support 2♥ if weak , 2nt : min 14p 3♣,♦ : non forcing 6cards3♥ : relay : can support 3♥♠3♠ : relay : can support 4♥3nt : to play4♣ : asks transfer to color 4♦ : bid your color  | Pas , 2♠ : weak . rest mf in color,2nt :23-24p,3nt27-28Pas , 3♥ : weak , rest mf3♣♦ , weak (3-7) ♥♠ , 3♥♠ : 8-10p with ♠♥,rest mfpas if weak , other mfpas, 3♠ : weak , rest mfpas , 4♥ : weak , rest mfpas if weak , rest mf4♦ : 6h , 4♥ : 6s rest is mf4h,4s : 6card , rest is mf | Natural |
| 2♥ | 5 |  | / | Min 4cards ♥/♠ (5-10p) max 6 cards  | 2♠ : to play2nt : +17p - asks minor + strength3♥/♠ : preemptive3NT : to play 3♣/♦ : invite for ♥/♠4♣/♦ : fixes ♥/♠ as trump .  | natural 3♣ min (4-4), 3♦(max4-4), 3♥♠= 5in other maj., 3nt=5♥♠(no chic.), 4♣♦(chic. in this color), 4♥♠=6 card | Natural |
| 2♠ | 5 |  | / | 5cards (if not vn. no 4card minor needed) (5-10p) | 2nt :(17+p) asks strength3♣ : pass or correct3♦ : limit with ♠support 3♥ : 6cards non forcing3♠ : preemptive 3nt to play 4♣ : pass or correct4♦ : control + fit .4♥ : to play  | 3♣♦ : 3/4c and min , 3♥♠ : 3/4♣♦ and max3♥ 3-5(super weak) 3♠ : 6-8 (weak) , 3nt : 8-10 | Natural |
| 2NT | 0 |  | / | Weak: 6+♣ or 10-15p 6♣ and 5 card unknown | 3/4♣ : may be passed3nt : to play5 ♣ : to play | If 6-5 bid 5 card at second turn |  |
| 3♣ | 0 | X | / | Weak :7♦ or 10-15p 6♦ and 5 card unknown  | 3♦ : may be passed3♥♠ , forcing : 6cards3nt to play  | If 6-5 bid 5card at second turn  |  |
| 3 ♦ | 0 | X | / | Weak :7♥ or 10-15p 6♥ and 5 card unknown | 3♥ : may be passed3♠ : forcing 6cards , 3nt : to play  |  |  |
| 3♥ | 0 | X | / | Weak :7♠ or 10-15p 6♠ and 5 card unknown | 3♠ : may be passed3nt : to play  |  |  |
| 3♠ |  | X | / | Gambling 3nt - (may be major) | 3nt : agree to play it ,4♣ : name your color | Other bid than 3nt or 4♣ is to play |  |
| 3SA |  | X | / | Gambling + |  |  |  |
| 4♥ |  |  |  | Preemptive 7cards | natural |  |  |
| 4♠ |  |  |  | Preemptive 7cards  | natural |  |  |
| 4♣ ♦ | 0 | X |  | Namyats (8, 9 playing tricks in ♥♠ ) |  |  |  |
| 4 NT |  |  |  | Extreme minors 6-6 | Name best  | **SLAM APPROACH AND CONVENTIONS** |
|  |  |  |  |  |  | Gerber , RKC , mixed controls , splinters  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| **DEFENSIVE AND COMPETITIVE BIDDING** | **LEADS AND SIGNALS** | **FBB-BBF CONVENTION CARD** |
| **OVERCALLS -** General style : good color One level : 4+ , two level : 5+ | 3-17p | OPENINGS LEADS |  |
| Responses : natural and cues **SYSTEM STYLE** **Natural GREEN** **~~Strong Club BLUE~~** **~~Artificial RED~~** **~~Highly Unusual YELLOW~~** | New color not forcing | SUIT | Small promises | Small promises |  |
|  |  | NT | Small promises | Small promises |  |
|  |  | With A,K,Q : lowest , with J , 10 : second lowest |  Div 3 |
| IN BAL. POS. | 8+ may be 4 cards  | SUBSEQUENT LEADS :  |  |
| Responses :  | natural | **vs no-trump** vs suit contracts |  |
| **TAKE-OUT DOUBLE -** General style | Rule of 18 |  |  |  |  |  |  |
| Responses : natural | **A K** | **K Q** | **Q** J | **J** T | **T** 9 | **Johan De Ridder 19246** |  | **Van Dorsselaer Roni 13605** |
|  | **A** **K** X | **K** **Q** X | **Q** J X | **J** T X | **T** 9 X | **SYSTEM SUMMARY (2021)** |
| IN BAL. POS. 10+  | **A** **K** J X | K **Q** X **X** | **Q** J T 9 | **J** T 9 8 | **9** 8 X | **GENERAL APPROACH AND STYLE** |
| Responses : natural | **A** **K** J T X | **K** **Q** J X | K J **T** X | K J **T** 9 | **X** X | Major 5 , diamond 5  |
| **1NT OVERCALL** | Responses | A **Q** J X | **KQ** T X | **K** **Q** T 9 X | K T **9** 8 | **X** X X | 1nt : strong  |
| 2nd pos. rule of 18 | 2 level : Modified Landy , 3level : barrage | A J X **X** | Q T **9** X | H X **X** | **T** X | **X** X XX | Multi , weak 2♠  |
|  |  | K J X X **X** | KXXXX**X**  | H X X **X** | H X X X **X** | **X** X X X X | Negative doubles through 4♥ |
| 4th pos. 10-14 | 2level : natural , 3level : transfers |  | Standard leads , 9 and 10 are kantar  |
| **JUMP OVERCALL** | WEAK | INTERM | STRONG | BICOL | **SIGNAL WHEN FOLLOWING OR DISCARDING** |  |
| Vul |  X |  |  |  | 1 = odd numbers of cards | D = discouraging |  |
| Non Vul  | X |  |  |  | 2 = even numbers of cards | E = encouraging | **OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE** |
| Responses : natural | [ ] = when rarely used | S = suit preference | OPENINGS | DESCRIPTION |
| **UNUSUAL NT : 2NT: Modified ghestem** |  | CARDS | HIGH | LOW | ODD | EVEN | OP.1 | 2♦ | Multi  |
| Responses : natural |  | On partner’s lead | D | E |  |  | OP.2 | 2♠ | Weak 5 card |
| **DIRECT CUE-BID** STYLE Mod . Ghestem  | SUIT | On declarers lead | 2 | 1 |  |  | OP.3 | 3♣♦♥♠ | Transfers |
| Responses : natural |  | Discarding |  |  | E | D | OP.4 | 2♥ | ♥and♠ weak |
|  |  | On partner’s lead | D | E |  |  | OP.5 | 2 NT | Weak with ♣ or strong |
| **VS NT : Dbl**  | Responses : ♠ or minor | NT | On declarers lead |  2 | 1 |  |  | OP.6 |  |  |
| 2♣ | Response :♥ or best minor |  | Discarding |  |  | E | D | OP.7 |  |  |
| 2♦ | Response : Best major | SIGNALS IN TRUMP SUIT | OTHER SIGNALS | OP.8 |  |  |
| 2♥♠= Muidernerg | 2NT= 5-5 minor | Smith call | Lavinthal after ruffing | **SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE** |
| **VS PREEMPTS** |  |  | CB.1 | Modified Ghestem  |
| X = Take-out | **SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES** | CB.2 |  |
| natural | Negative , support , action , response dubbels | CB.3 |  |
| **VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS** |  | CB.4 |  |
| natural |  |  | CB.5 |  |
|  |  |  | CB.6 |  |
|  |  |  | **IMPORTANT NOTES THAT DON’T FIT IN ELSEWHERE** |
|  |  | **SPECIAL FORCING PASS SEQUENCES** | PSYCHIC OPENING : rare |
| **OVER OPPONENT’ TAKE-OUT-DOUBLE** | After redubble is a pas forcing , when a control bid is |  |
| Redubble 9+ , truscott  | Doubled , pas is also forcing , after 1nt X : pas is forcing |  |

Supplementary sheet

1. after 1♥ - 2♥ : 2♠ : unknown shortness , 2nt asks shortness , other bid responder has also shortness

 : **2n**t,3♣♦ : longsuit trial ♠♣♦

 : 3♥ : preemptive

 : 3♠,4♣♦ : controls

 : 4♥ : to play

 : 3nt to play

1. after 1♥- 2♠ : 2nt relay , 3♣♦♥ shows single ♣♦♠
2. after 1♥-2nt : 3♣ 15+, 3♦♠ : singles ♦♠ , 3♥ : min without single , 3nt : single ♣ , 4♣♦♥ : voids ♣♦♠
3. after 1♥-3♠:3nt asks , 4♣♦♠ shows shortness ♣♦♠
4. after 1♠ - 2♠ : 2nt : unknown shortness , 3♣ asks shortness , other bid responder has also shortness

 : 3♣♦♥ : longsuit trial ♣♦♥

 : 3♠ : preemptive

 : 3nt : to play

 : 4♣♦♥ : controls

 : 4♠ : to play

1. after 1♠-3♥ : 3nt relay , 4♣♦♥ shows single ♣♦♥
2. after 1♠-2nt : 3♣ 15+, 3♦♥ : singles ♦♥ , 3♠ : min without single , 3nt : single ♣ , 4♣♦♥ : voids ♣♦♥
3. after 1♥-3♠:3nt asks , 4♣♦♠ shows shortness ♣♦♠
4. After intervention 1nt :

After Double : full transfers RD is ♣ , 2♣ is 5♦ , … .

 Pass is forcing for RD after that 2♣ : chose best color , 2♦ : chose best of ♦♥♠ , 2♥ : chose best ♥♠

 After other intervention : double penalty , lebenshol combined with rubensohl (transfers at 3 level + 2nt is relay for 3♣).

**10)** Met de H uitkomen vraagt in het vervolg verdeling.

    Met de A of V uitkomen vraagt of de uitkomst goed is of niet.

    Op de A wordt enkel positief gesignaleerd met de V of de H. (Dus niet met een 2 kaart

    om te kunnen aftroeven)

    Met HV10 kom je nu ook de V uit. de B of 10 moet aangeseind worden. (Uiteraard

    de H/A ook)

**11)**  De bieding 1NT - transfer ♥/♠

                    antwoord - 3 ♣ belooft

   ofwel sleminteresse

   ofwel een probleem in de 2 andere kleuren om 3NT te spelen.

   3 in de majeur geeft een goede fit mineur aan.

   4 mineur toont een goede fit majeur.

   3 in de andere majeur toont minstens een kleur die niet gestopt is.

   3NT geen fit, maar wel stops

**12)** 1R(p) - 2♥/♠ : spelen als 9-10hp met 6 kaart ♥/♠. 1R - 3♥/♠ is dan barrage

**14) 2♥ : 5-10hp** (zelfde als muiderberg) max 2 kaarten verschil. Dus 6-4 toegelaten

       2♠ voorkeur

       2NT relay : 3♣ minimum 4-4

                        3♦ maximim 4-4

                        3♥/♠ = 5+ in de andere majeur. (4 kaart in de geboden majeur)

                        3NT : 5-5 geen renonce

                        4♣/♦ : 5-5 met renonce in geboden kleur

                        4♥/♠ : 6 kaart to play

       3 ♣/♦ : invite voor ♥/♠

       3 ♥/♠ : barrage

       3 NT to play

       4 ♣/♦ : stelt ♥/♠ vast als troef

**15) 2♠ blijft zwak** (soort Muiderberg) maar kan NK zonder 4kt.min

**16) 1NT / 2x opp. / Dbl= info**

**17) Na 1♥/♠** - 2x door de tegenp. (of 1NT gelijk welke betekenis) **: 2NT** fit met minstens invite.

   Vervolg :(zie ons systeem 1♥/♠ - 2NT is hier goed bruikbaar voor)

1♥- 2NT

3♣ relay

      3♦ kort ergens

           3♥ wat is het ?

                3♠ renonce

                     3NT waar ?

                          4♣/♦/♥ in ♣/♦/♠ vanaf 11hp

                3NT/4♣/4♦ : single ♠/♣/♦ vanaf 15hp

      3♥ minimaal

      3♠/4♣/4♦ : controle 15+ , geen single/chicane

      3NT balanced 12-14p wil dit spelen

      4♥ : 12-14p : wil dit spelen

 1♥-2NT :

 3♦ korte ergens en sleminteresse

        3♥ wat is het ?

              3♠ renonce

                     3NT waar ?

                             4♣/♦/♥ in ♣/♦/♠

              3NT/4♣/4♦ : single ♠/♣/♦

       3♥ minimaal , mag op gepast worden

       3♠/4♣/4♦ : tweede kleur sleminteresse . Wil vooral weten of je aansluiting hebt

       3NT 18-20 balanced

       4♥ to play (minimaal , maar wil manche spelen t.o.v. limiet)

1♠-2NT :

3♦ korte ergens en sleminteresse

      3♥ wat is het ?

            3♠ renonce

                   3NT waar ?

                           4♣/♦/♥ in ♣/♦/♥

            3NT/4♣/4♦ : single ♥/♣/♦

     3♠ minimaal , mag op gepast worden

     3♥/4♣/4♦ : tweede kleur sleminteresse . Wil vooral weten of je aansluiting hebt

     3NT 18-20 balanced

     4♥ : 6-5

     4♠ : to play

1♠- 2NT

3♣ relay

     3♦ kort ergens

          3♥ wat is het ?

               3♠ renonce

                    3NT waar ?

                            4♣/♦/♥ in ♣/♦/♥ vanaf 11hp

               3NT/4♣/4♦ : single ♥/♣/♦ vanaf 15hp

     3♠ minimaal

     3♥/4♣/4♦ : controle 15+ , geen single/chicane

     3NT balanced 12-14p wil dit spelen

     4♥ : lange ♥ met ♠

     4♠ : 12-14p to play

**18)Verdediging tegen** sterke 1 SA (range 14-16 of 15-17 of 16-18)

Dubbel : 4 kaart ♠ en langere kleur of 6+♠

2♣ : 4 kaart ♥ en langere kleur of 6+♥

2♦ beide majeurs gelijke lengte

2♥/♠ : muiderberg.

2NT : 5-5 mineur

3 niveau barrage met lange kleur

Verdediging tegen zwakke 1 SA (range 9-11,10-12,11-13,12-14,13-15)

In directe positie Alle kleur biedingen voldoen aan de regel van 18.

 Dubbel : goede opening 14+

 2♣ : ♣ en tweede kleur

 2♦ : ♦ en tweede kleur

 2♥ : ♥ en ♠

 2♠ : ♠ , maar zwakker dan eerst dubbel en dan ♠

In 4 positie : zelfde alleen mag met 2 punten minder.

Verdediging tegen 2 SA sterk : Alle biedingen hebben een destructief karakter.

 Dubbel : lange mineur (7 +)

 3♣ : majors : minstens 5-5

 3♦ : lange majeur (7+)

 3♥/♠ : minstens 5-5 ♥/♠ en onbekende mineur.

 3NT : beide mineurs : 5-5 minstens

 4 niveau to play.

Verdediging tegen 2SA preempt :

 Dubbel : sterk

 3 niveau natuurlijk , tenzij de kleur van de preempt bekend is. Dan is 3 in die kleur een

 Infodubbel.

 3NT to play.

 4♣/♦ : 5-5 ♣/♦ en onbekende majeur

 4♥/♠ : to play

 Indien je sterk bent met 5-5 majeur : pas eerst en doe dan een cuebid op hun kleur.

 Heb je een echte infodubbel : wacht tot ze hun kleur bieden en dubbel dan.

Verdediging tegen 3NT gambling (of 3♠ gambling)

 Dubbel : sterk

 4♣ : beide majeurs

 4♦ : lange majeur

 4♥/♠ : 5-5 ♥/♠ en onbekende mineur.

**19)Transfers/puppet op 2SA** (Eventueel via 2♣ of 2♦ opening) : Deel 1

2SA-3♣ :

 3♦ : 1 of 2 vierkaarten majeur

 3♥ : 4♠

 3♠ : 4♥

 3NT niet geïnteresseerd

 4♣ : minor ask

 4♦ : 5 kaart mineur

 4♥ welke

 4♠/SA : ♣/♦

 4♥/♠ : 4 kaart ♣/♦

 4SA : geen 4 kaart mineur

 4♦ : beide majeurs

 3♥/♠ : 5 kaart ♥/♠

 Alle biedingen op 4 niveau zijn controle nu. (Tenzij de kleur zelf uiteraard)

 3SA : geen majeurs

2SA -3♦ :

 3♥ : 3+ harten mee

 3♠ : geen 3♥ wel 4+♠

 3SA : geen 3♥ en geen 4♠

2SA-3♦

3♥-

 3♠ : single ♠

 3SA : balanced (5-3-3-2)

 4♣/♦ : single ♣/♦

 4♥ : to play.

2SA-3♥

 3♠ : 3+♠

 3SA : geen 3♠

2SA -3♥

3♠

 3SA balanced

 4♣/♦/♥ : single ♣/♦/♥

 4♠ : to play.